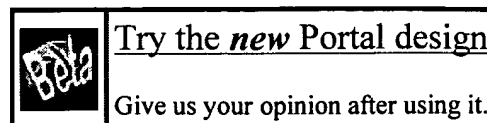


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-	5	(character\$6 with (alter adj ego))	USPAT	2004/02/20 16:01
-	28	character\$6 and (alter adj ego)	USPAT	2004/02/20 16:03
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-	1	(creat\$6 navigat\$6) with (alter adj ego)	USPAT	2004/02/20 16:10
-	29	(alter adj ego)	USPAT	2004/02/20 17:02
-	2	((("6157913") or ("20020069220")).PN.	USPAT;	2004/02/23 10:20
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 Yasuyuki Sumi , Kenji Mase
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 This paper presents a system called AgentSalon, which facilitates face-to-face knowledge exchange and discussion by people having shared interests, in museums, schools, offices, academic conferences, etc. This system was designed as a sub-system of our ongoing project to construct a personal agent system for tour guidance and knowledge sharing among users. AgentSalon has a big screen for two to five users. The screen shows conversations among animated agents belonging to the users. The pers ...
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 Tsutomu Miyasato
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 Abbe Don
Proceedings of the third ACM international conference on Multimedia January 1995
- 4** Panels: Animating art history: building a bridge between disciplines 77
 LiQin Tan , Roberta K. Tarbell , Robert Wulfe
Educators program from the 30th annual conference on Computer graphics and interactive techniques July 2003
 The study of art history is an exciting and rewarding one, but one in which the student frequently encounters complex and difficult to understand concepts. Traditional methodologies for educators presenting these ideas to students have included slides, lectures, textbooks and videos of static works of art. In our technologically driven and media-saturated society, though, high school and early college students in introductory art history courses respond more positively to today's multimedia peda ...
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Proceedings of the second ACM international conference on Multimedia October 1994

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 R. W. Doran
ACM SIGARCH Computer Architecture News September 1975
 Volume 4 Issue 3
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- 7** Supporting awareness of shared interests and experiences in community 77
 Yasuyuki Sumi , Kenji Mase
ACM SIGGROUP Bulletin December 2000
 Volume 21 Issue 3
 In this paper, we propose a notion of facilitating encounters and knowledge sharing among people having shared interests and experiences in museums, conferences, etc. In order to show our approach and current status, this paper presents our project to build a communityware system situated in real-world contexts. The aims of the project are to build a tour guidance system personalized according to its user's individual contexts, and to facilitate knowledge communications among communities by matc ...
- 8** Designing Ubiquitous Computing Games – A Report from a Workshop Exploring 77
 Ubiquitous Computing Entertainment
 Staffan Björk , Jussi Holopainen , Peter Ljungstrand , Karl-Petter Åkesson
Personal and Ubiquitous Computing January 2002
 Volume 6 Issue 5-6
 We report from a Research Atelier that explored how ubiquitous computing could be applied to fun and entertainment. The Atelier lasted for five days, starting with two days of scenario development and brainstorming activities. This led to three fairly concrete – though very different – game ideas. The background and motivation for the Atelier is described, as well as the method used and the games developed.
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 Marcel Gagné
Linux Journal December 2001
 Volume 2001 Issue 92
 A little advice on passwords from the chef.
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 Gruia-Catalin Roman , Gian Pietro Picco , Amy L. Murphy
Proceedings of the conference on The future of Software engineering May 2000
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 Paul Saffo
Communications of the ACM June 1989
 Volume 32 Issue 6
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 Naoko Tosa
Proceedings of the sixth ACM international conference on Multimedia: Technologies for interactive movies September 1998

13 Personal computer adventure games: their structure, principles, and applicability for 77

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Edward Ju , Christian Wagner

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William R. Sherman , Alan B. Craig

ACM SIGGRAPH Computer Graphics November 1995

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